## In the Claims

## Claims Listing

1.      (Currently Amended)  Game software ~~being a program~~ for <u>instructing</u> ~~getting~~ a computer to execute the following processes, comprising:

a process for producing <u>a</u> virtual game space, <u>wherein</u> ~~for producing virtual game space where~~ an operation character can move <u>by instruction</u> ~~with an operation~~ of a controller connected with said computer;

a process for setting ~~invisible item, for setting~~ a position for obtaining an invisible item which can be obtained by said operation character in said virtual game space;

a process for computing item distance~~; for computing a distance~~ in said virtual game space between said operation character and said invisible item set at said position for obtaining;

a process for ~~controlling sound producing, for~~ producing predetermined sound according to <u>the</u> ~~a~~ distance computed by said process for computing item distance, and outputting <u>the predetermined sound</u> from sound output means connected with said computer; ~~and~~

<u>a process for removing said invisible item from said position for obtaining when being instructed to obtain said item through said controller in such a state that said distance computed with said process for computing item distance becomes a predetermined value or lower;</u>

<u>a process for stopping output of said predetermined sound from said sound output means when instructed to obtain said item through said controller; and</u>

a process for ~~executing processing for~~ obtaining <u>the</u> invisible item~~, for executing processing for obtaining said invisible item~~ ~~for said operation character in such a state~~ <u>when</u> said distance computed by said process for computing item distance becomes <u>said</u> ~~a~~ predetermined value or lower.

2.      (Currently Amended)  The game software according to claim 1, wherein said process for ~~controlling sound~~ producing <u>predetermined sound</u> changes a style of outputting sound outputted from said sound output means according to said distance

computed by said process for computing item distance.

3.      (Currently Amended)  The game software according to claim 1, wherein said process for setting <u>a position for obtaining an</u> invisible item controls ~~to move~~ said position for obtaining in said virtual game space.

4.      (Currently Amended)  A game machine, comprising:

means for producing <u>a</u> virtual game space, ~~for producing virtual game space~~ ~~where~~ <u>wherein</u> an operation character can move <u>by instruction</u> ~~with an operation~~ of a controller connected with said game machine;

means for setting ~~invisible item, for setting~~ a position for obtaining an invisible item which can be obtained by said operation character in said virtual game space;

means for computing item distance, ~~for computing a distance~~ in said virtual game space between said operation character and said invisible item set at said position for obtaining;

means for ~~controlling sound producing, for~~ producing <u>a</u> predetermined sound according to <u>the</u> ~~a~~ distance computed by said means for computing item distance, and outputting <u>the predetermined sound</u> from sound output means connected with said game machine; ~~and~~

<u>means for removing said invisible item from said position for obtaining when instructed to obtain said item through said controller in such a state that a distance computed with said means for computing item distance becomes a predetermined value or lower;</u>

<u>means for stopping output of said predetermined sound from said sound output means when instructed to obtain said item by said controller; and</u>

means for executing processing for obtaining <u>the</u> invisible item <u>when</u> ~~, for~~ ~~executing processing for obtaining said invisible item for said operation character in~~ ~~such a state~~ said distance computed by said means for computing item distance becomes <u>said</u> ~~a~~ predetermined value or lower.

- 3 -